Game Design Document

Fill up the following document

1. Write the title of your project.

**Solve me up**

1. What is the goal of the game?

To make mathematics more easier for small childrens.

1. Write a brief story of your game.

The player will have to answer the mathematic question

1. Which are the playing characters of this game?

* Playing characters are the ones who respond to the user based on the input from the user.
* Cars, monkeys, dinos, wizards, etc., are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Chintu | Solve the question |
| 2 |  | Skip the question |
| 3 |  | Give the answers |
| 4 |  | Play/do not play |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non-Playing Characters of this game?

* Non-Playing characters are the ones that don't have an action or behavior when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc., are non-playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Questions | Become difficult/easy |
| 2 | Answers |  |
| 3 | Test |  |
| 4 | Scores |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

Draw your imagination of this game. What does this game look like?

* Draw the game either on your computer or on paper.
* Add images of the game scenes to show each of the playing and non-playing characters at least once.

Not available.

How do you plan to make your game engaging?

There will be typical question and after all the questions are completed the player will find it interesting and he will play again